

Automated Test Case Generation for an Autopilot Requirement Prototype

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motivation

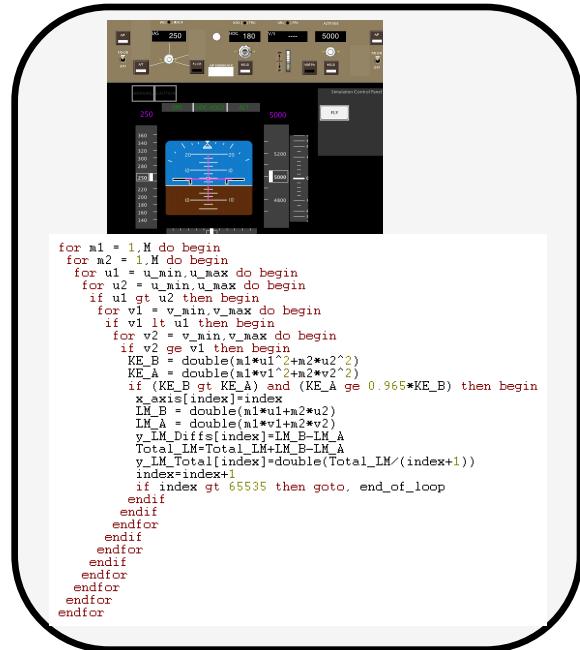
- need for Human – Automation Interaction (HAI) test support in the aircraft certification and approval process
- existing formal method algorithms and framework might help
- but any results must be transparent and usable by evaluator

automated test-case generation through
symbolic execution

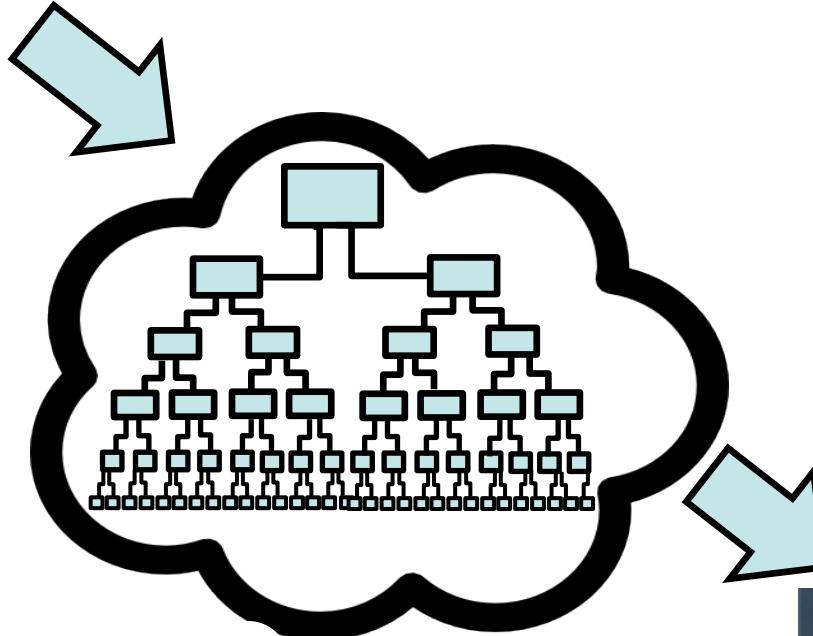


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concept



source code
(main method)



symbolic execution to
derive execution paths



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Usability Test

why symbolic execution?

```
@Symbolic("true")
int x;
@Symbolic("true")
int y;

void testX() {
    if (x > 0)
        y = y + x;
    else
        y = y - x;
}
```

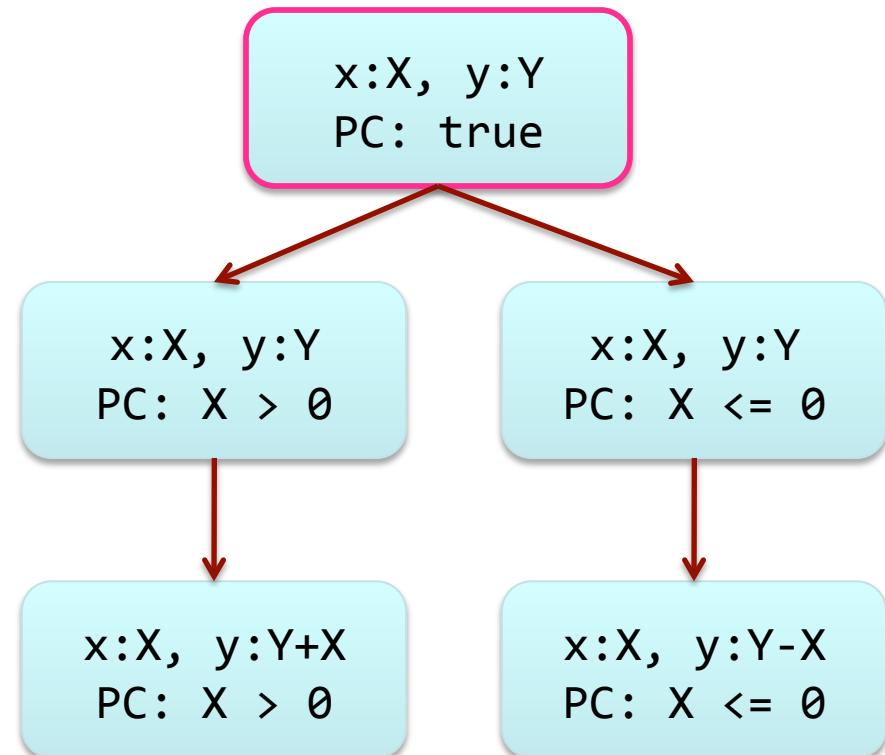


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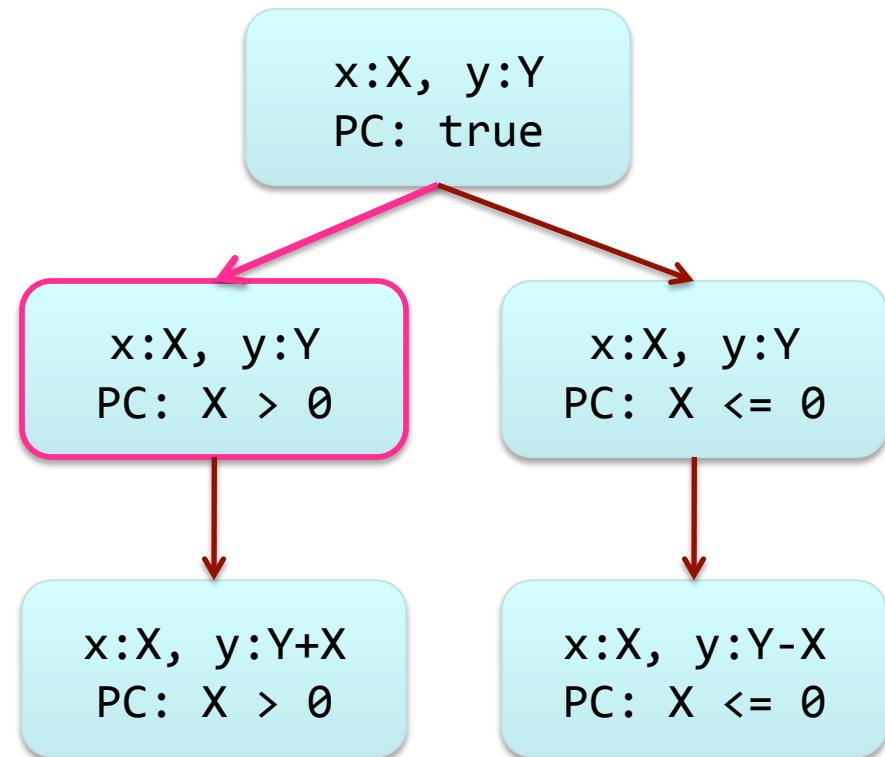


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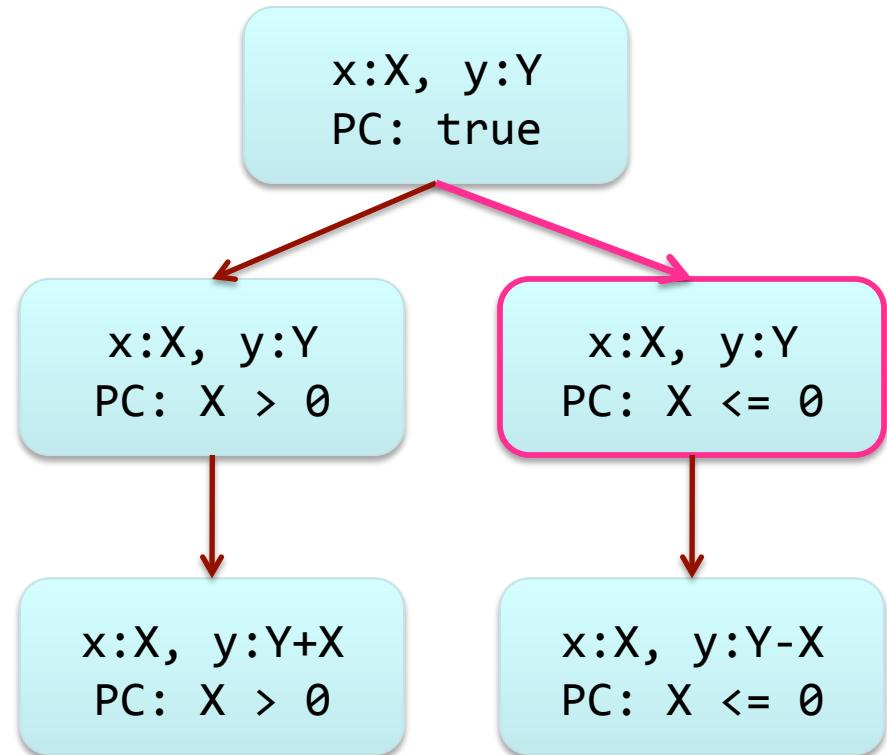


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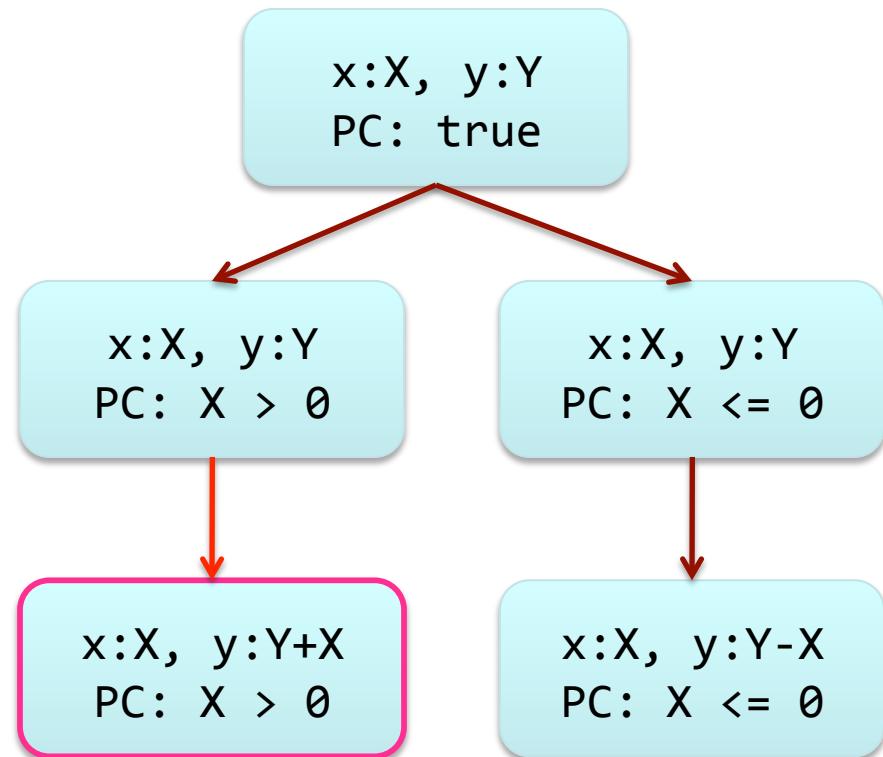


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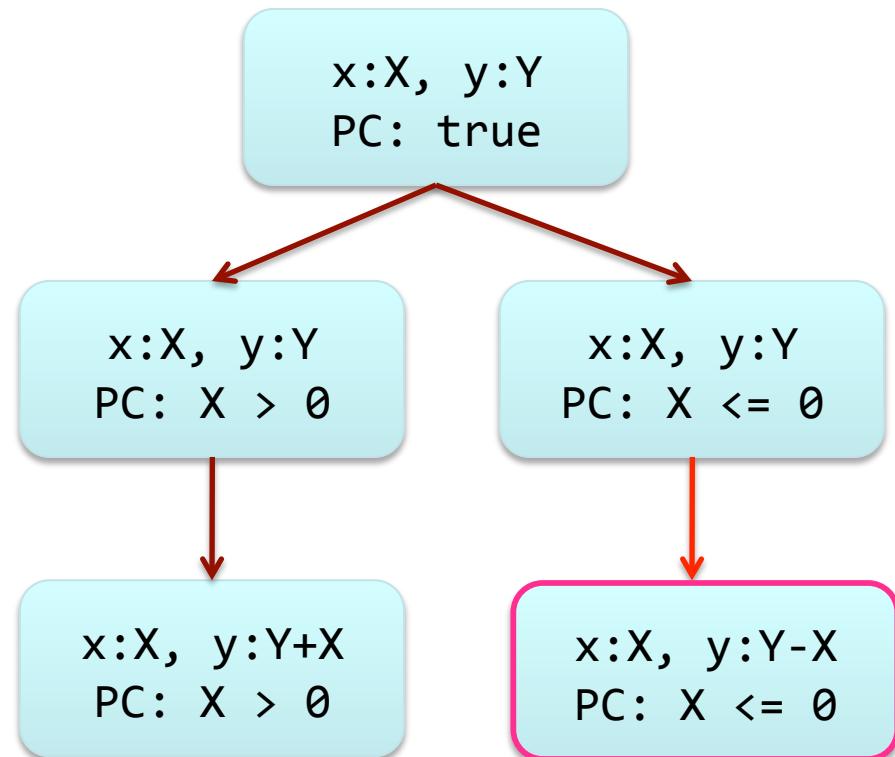


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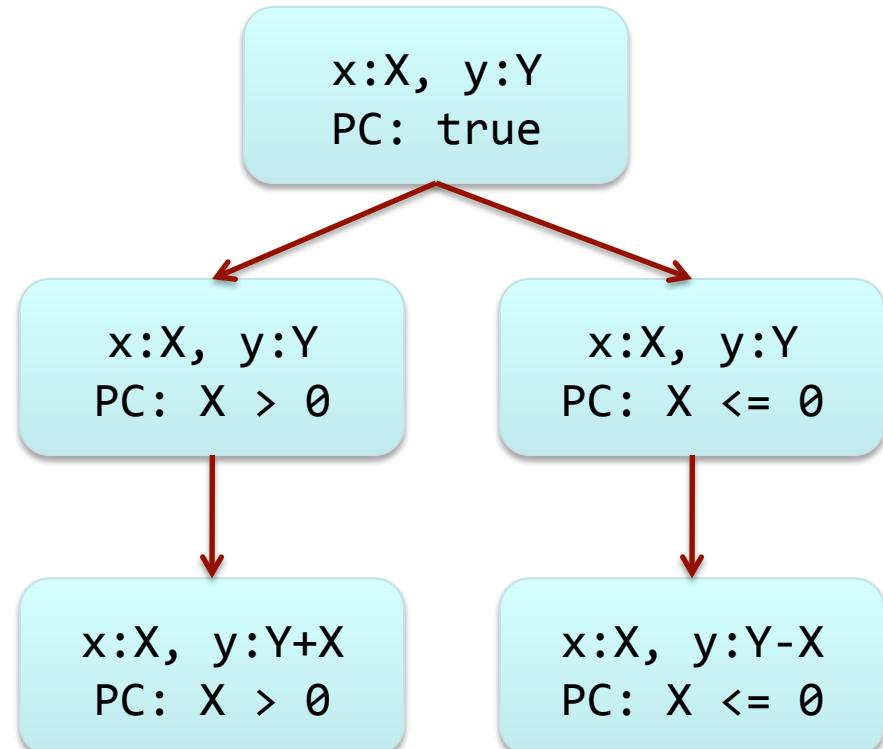


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}
```



Test Input Generation

$X = 1$

$X = 0$

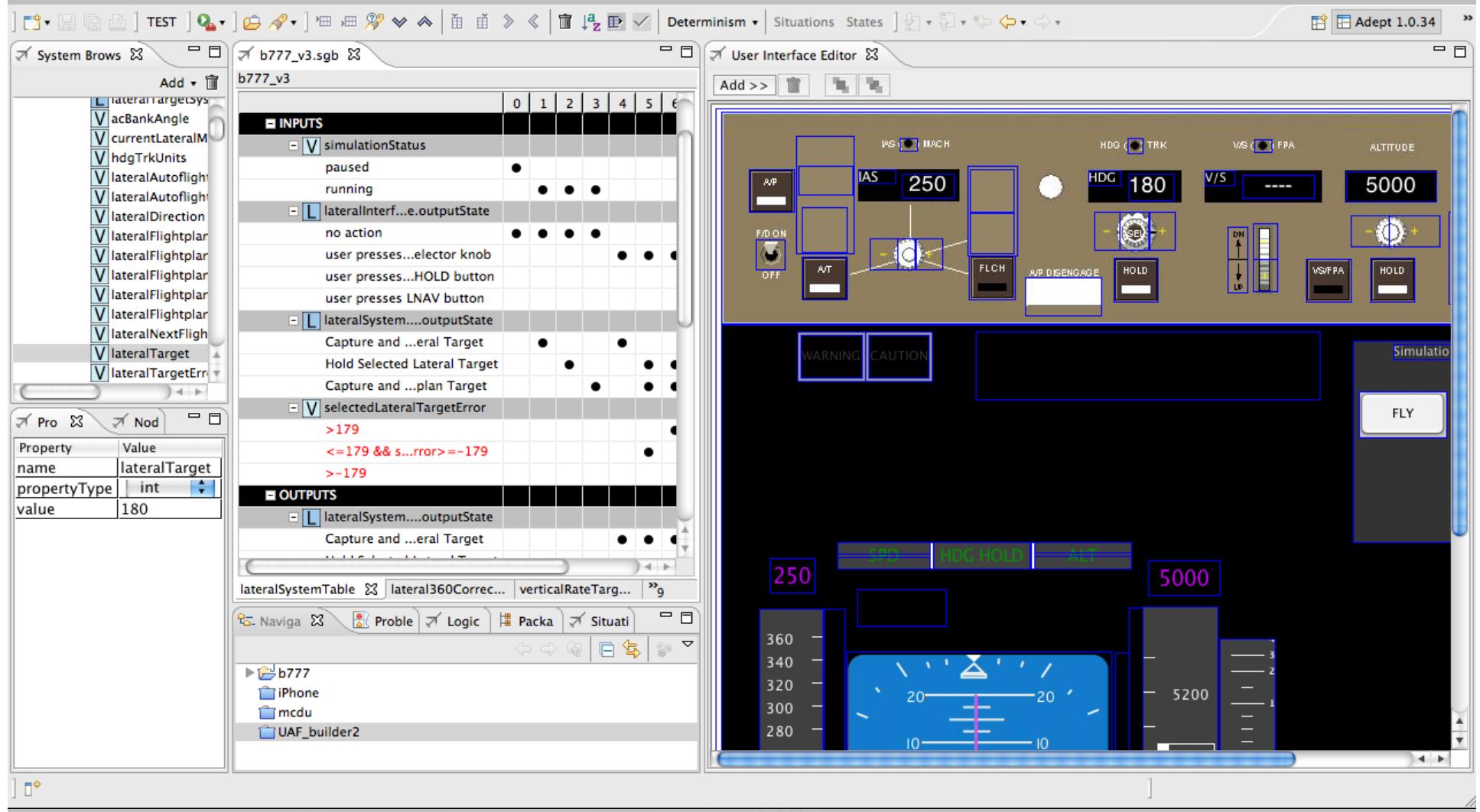


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...when successful, automated test case generation automatically generates high quality test suites for full path coverage

Step I: ADEPT to Java

Autopilot Example



	0	1	2	3	4	5	6	7	8	9
lateralSystemTable										
Behavior										
isNominal										
Inputs										
simulationStatus										
paused										
running										
lateral Interface Action OutputState										
noAction	•	•	•	•	•					
user presses Lateral Target knob						•	•	•	•	•
user presses Lateral Hold button										•
user presses LNAV button										•
lateral system table output state										
capture and maintain selected lateral target	•				•					
hold selected lateral target		•				•	•	•	•	•
capture and maintain lateral flight plan		•				•	•	•	•	•
selected lateral target error						•				
> 179										
<= 179&& >= -179						•				
< -179							•			
Outputs										
lateral system table output state										
capture and maintain selected lateral target		•	•	•	•	•				
hold selected lateral target										•
capture and maintain lateral flight plan										•
selected lateral target error						•				
- = 360							•			
+ = 360							•			
0								•		
preselected lateral target										•
lateral direction										•
selected lateral Target										•
preselected lateral target		•	•	•	•	•				
lateral direction										•
lateral target										•
selected lateral target			•		•	•	•	•	•	•
lateral direction			•							•
lateral flight plan target				•						•
lateral target error						•	•	•	•	•
selected lateral target error							•			
lateral flight plan target error								•		
0										•

```

. . .
if(!isNominal && ((outputState == 1) ||
(outputState == 2)) &&
selectedLateralTargetError > 179 &&
(userPressesLateralTargetButton == true &&
userPressesLateralHoldButton == false &&
userPressesLNAVbutton == false)){
    applyRule06();
}
if(!isNominal && ((outputState == 1) ||
(outputState == 2)) &&
selectedLateralTargetError < -179 &&
(userPressesLateralTargetButton == true &&
userPressesLateralHoldButton == false &&
userPressesLNAVbutton == false)){
    applyRule07();
}
. . .
public void applyRule06() {
    outputState = 0;
    selectedLateralTargetError -= 360;
    selectedLateralTarget =
        preSelectedLateralTarget;
    lateralTarget = selectedLateralTarget;
    lateralTargetError =
        selectedLateralTargetError;
}
public void applyRule07() {
    outputState = 0;
    selectedLateralTargetError += 360;
    selectedLateralTarget =
        preSelectedLateralTarget;
    lateralTarget = selectedLateralTarget;
    lateralTargetError =
        selectedLateralTargetError; }

```

```

isNominal[0] == false
outputState[2] == CONST
selectedLateralTarget
userPressesLateralTarget
userPressesLateralHold
userPressesLNAVbutton_

```

```

outputState = 0;
selectedLateralTarget
selectedLateralTargetError
lateralTarget = selectedLateralTarget;
lateralTargetError = selectedLateralTargetError;

```

```

isNominal[0] == false
outputState[2] == CONST
selectedLateralTarget
userPressesLateralTarget
userPressesLateralHold
userPressesLNAVbutton_

```

```

outputState = 0;
selectedLateralTarget
selectedLateralTargetError
lateralTarget = selectedLateralTarget;
lateralTargetError = selectedLateralTargetError;

```

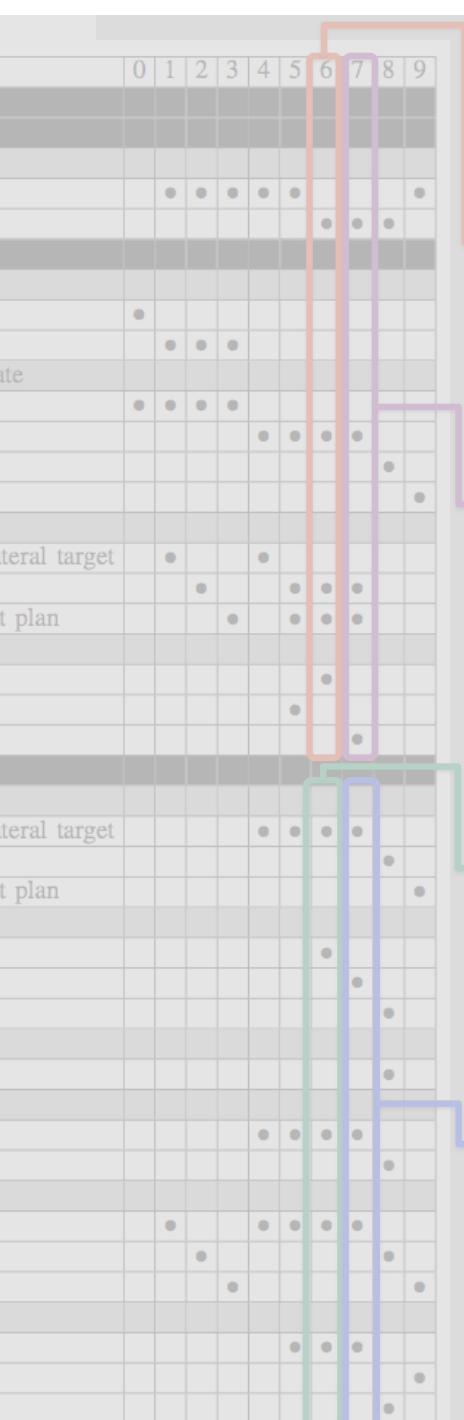
Step 2: Symbolic Execution

what do we execute symbolically?

- method **execute** – parameters are user inputs (eg button presses) and are symbolic
- other (not user input) variables in the table that appear in rule conditions are eligible to be treated as symbolic; this allows us to explore different initial values that may lead us to different paths
- the **main** method calls method **execute** n times (n can be selected); each time, fresh values are picked for the symbolic parameters since each time the user input actions may vary



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```

    . . .
    if(!isNominal && ((outputState == 1) ||
    (outputState == 2)) &&
    selectedLateralTargetError > 179 &&
    (userPressesLateralTargetButton == true &&
    userPressesLateralHoldButton == false &&
    userPressesLNAVbutton == false)){
        applyRule06();
    }
    if(!isNominal && ((outputState == 1) ||
    (outputState == 2)) &&
    selectedLateralTargetError < -179 &&
    (userPressesLateralTargetButton == true &&
    userPressesLateralHoldButton == false &&
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    . . .
    public void applyRule06() {
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            preSelectedLateralTarget;
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            selectedLateralTargetError;
    }
    public void applyRule07() {
        outputState = 0;
        selectedLateralTargetError += 360;
        selectedLateralTarget =
            preSelectedLateralTarget;
        lateralTarget = selectedLateralTarget;
        lateralTargetError =
            selectedLateralTargetError; }

```

```

isNominal[0] == false && outputState[2] != CONST_1 &&
outputState[2] == CONST_2 &&
selectedLateralTargetError[180] > CONST_179 &&
userPressesLateralTargetButton_s1[1] == true &&
userPressesLateralHoldButton_s2[0] == false &&
userPressesLNAVbutton_s3[0] == false

```

```

outputState = 0;
selectedLateralTargetError += 360;
selectedLateralTarget = preSelectedLateralTarget;
lateralTarget = selectedLateralTarget;
lateralTargetError = selectedLateralTargetError;

```

```

isNominal[0] == false && outputState[2] != CONST_1 &&
outputState[2] == CONST_2 &&
selectedLateralTargetError[180] > CONST_179 &&
userPressesLateralTargetButton_s1[1] == true &&
userPressesLateralHoldButton_s2[0] == false &&
userPressesLNAVbutton_s3[0] == false
outputState[2] != CONST_1 &&
outputState[2] == CONST_2 &&
selectedLateralTargetError[180] > CONST_179 &&
userPressesLateralTargetButton_s4[1] == CONST_1
userPressesLateralHoldButton_s5[0] == CONST_0 &&
userPressesLNAVbutton_s6[0] == CONST_0 &&

```

```

outputState = 0;
selectedLateralTargetError += 360;
selectedLateralTarget = preSelectedLateralTarget;
lateralTarget = selectedLateralTarget;
lateralTargetError = selectedLateralTargetError;

```

results and challenges

- automatically generated 16 test cases for $n=1$
- discovered through unsatisfiable path constraints that some rules disable each other
- (HAI challenge) provide support for modeling semantics of user interface components such momentary vs. toggle switch
- (HAI challenge) define coverage criteria – for example related to covering modes; also what values should we pick for n (what length of user inputs)?
- (generic challenge) scalability of symbolic execution



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- Generic

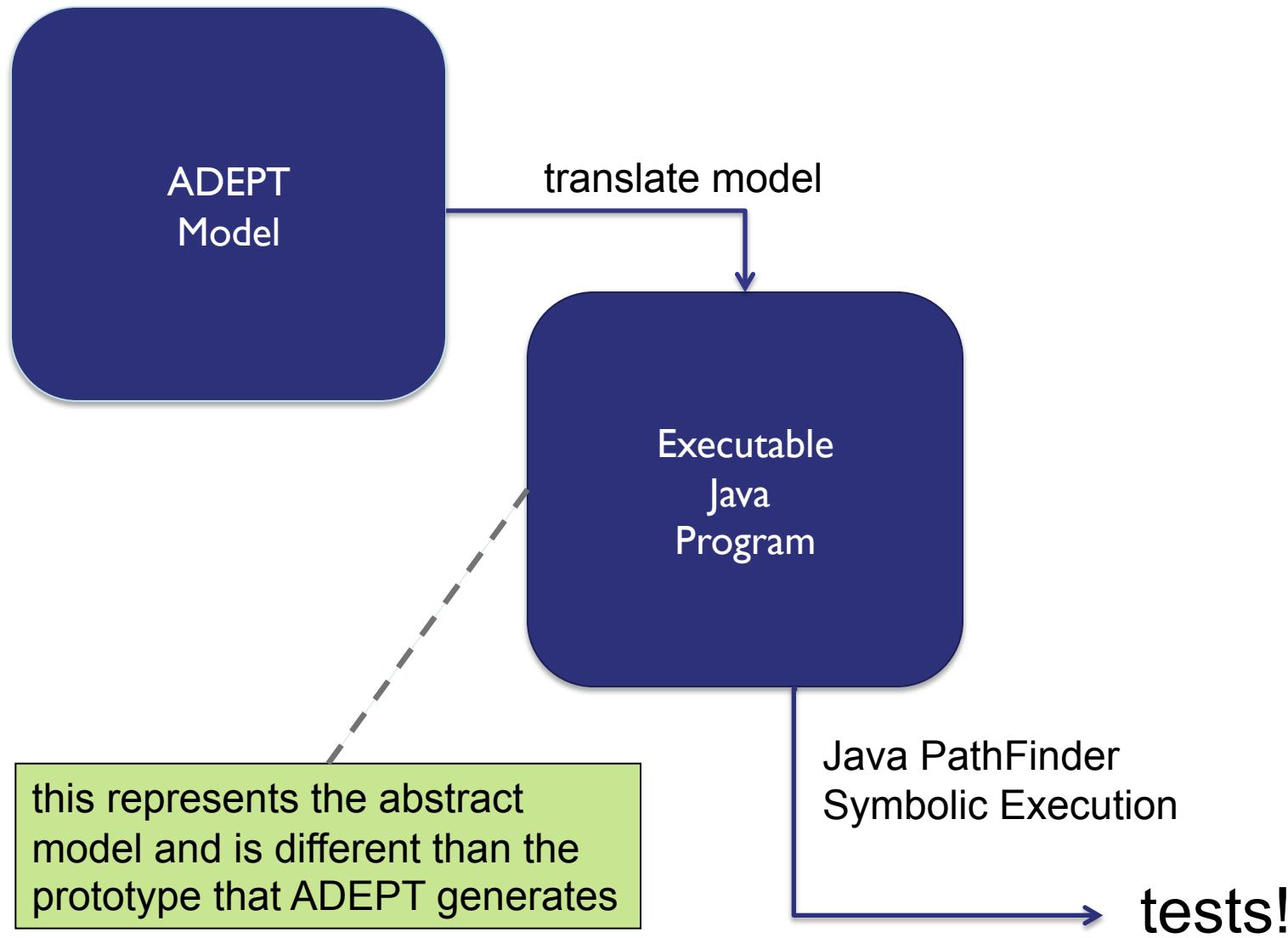
thank you!

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symbolic execution for ADEPT HAI models



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